

WHAT IS CLAIMED IS:

- 1 1. A method comprising:
 - 2 establishing a balance of funds for a player;
 - 3 determining a wager amount required for a game;
 - 4 determining whether the wager amount required is greater than a
 - 5 predetermined amount; and
 - 6 displaying a confirmation message if the wager amount is greater than the
 - 7 predetermined amount.

- 1 2. The method of claim 1, in which the game comprises a plurality of plays.

- 1 3. The method of claim 1, in which the game comprises a flat rate session.

- 1 4. The method of claim 1, in which the game comprises a prepaid session.

- 1 5. The method of claim 1, in which the wager amount required corresponds to
2 a plurality of plays.

- 1 6. The method of claim 1, in which the wager amount required corresponds to
2 a predetermined period of time.

- 1 7. The method of claim 1, in which the confirmation message comprises a
2 confirmation screen.

- 1 8. The method of claim 7, in which the confirmation screen comprises at least
2 one selectable location.

1 9. A method comprising:
2 receiving a request to initiate play of a game at a gaming device;
3 determining whether to present confirmation information to a player; and
4 if confirmation information is to be presented to the player:
5 determining confirmation information to present to the player;
6 presenting the confirmation information to the player;
7 receiving a signal indicating that the player confirms the
8 confirmation information;
9 decrementing a credit balance associated with the player; and
10 initiating play of the game.

1 10. The method of claim 9, in which determining whether to present
2 confirmation information to the player comprises:
3 determining at least one confirmation criteria.

1 11. The method of claim 10, in which determining whether to present
2 confirmation information to the player comprises:
3 determining whether at least one of the at least one confirmation criteria is
4 satisfied.

1 12. The method of claim 10, in which determining whether to present
2 confirmation information to the player comprises:
3 determining information associated with the player; and
4 determining whether to present confirmation information to the player
5 based on the at least one confirmation criteria and the information associated with
6 the player.

1 13. The method of claim 10, in which determining whether to present
2 confirmation information to the player comprises:
3 determining to present confirmation information to the player only if all of
4 the at least one confirmation criteria are satisfied.

1 14. The method of claim 10, in which determining whether to present
2 confirmation information to the player comprises:
3 determining to present confirmation information to the player if at least one
4 of the at least one confirmation criteria is satisfied.

1 15. The method of claim 9, in which determining whether to present
2 confirmation information to the player comprises:
3 determining a cost to play the game; and
4 determining whether the cost to play the game is greater than a predetermined cost.

1 16. The method of claim 9, in which determining whether to present
2 confirmation information to the player comprises:
3 determining a level of experience of the player; and
4 determining whether the level of experience is greater than a predetermined
5 level of experience.

1 17. The method of claim 9, in which determining whether to present
2 confirmation information to the player comprises:
3 determining a number of games played by the player; and
4 determining whether the number of games played is greater than a
5 predetermined number of games played.

1 18. The method of claim 9, in which determining whether to present
2 confirmation information to the player comprises:
3 determining a number of times the player has played the game; and
4 determining whether the number of times is greater than a predetermined
5 number.

1 19. The method of claim 9, in which determining confirmation information to
2 present to the player comprises:

3 determining information associated with the player; and
4 determining the confirmation information to present based on the
5 information associated with the player.

1 20. The method of claim 15, in which the information associated with the
2 player comprises at least one of:

3 a number of times the player has played the game,
4 a number of games played by the player in a gaming session, and
5 a level of experience of the player.

1 21. The method of claim 9, in which determining confirmation information to
2 present to the player comprises:

3 determining information associated with the game; and
4 determining the confirmation information to present based on the
5 information associated with the game.

1 22. The method of claim 16, in which the information associated with the game
2 comprises at least one of:

3 a cost to play the game;
4 a level of difficulty of the game;
5 a number of paylines selected by the player;
6 a game parameter;
7 a game parameter value;
8 a rule of the game; and
9 a rule change.

1 23. A method comprising:
2 detecting a confirmation trigger;
3 in response to detecting the confirmation trigger,
4 displaying a confirmation message to a player at a gaming device;
5 receiving a response to the confirmation message from the player; and
6 initiating play of a game based on the response.

1 24. The method of claim 23, in which detecting the confirmation trigger
2 comprises:
3 receiving a request for a play of the game.

1 25. The method of claim 23, in which detecting the confirmation trigger
2 comprises:
3 determining that a play of the game has ended.

1 26. The method of claim 23, in which detecting the confirmation trigger
2 comprises:
3 receiving a player tracking card.

1 27. The method of claim 23, in which detecting the confirmation trigger
2 comprises:
3 receiving currency.

1 28. The method of claim 23, in which detecting the confirmation trigger
2 comprises:
3 determining that a credit balance of the player is greater than a
4 predetermined amount.

1 29. A method comprising:
2 receiving a player identifier that identifies a player;
3 determining information about the player; and
4 determining whether to communicate confirmation information to the
5 player based on the information about the player.

1 30. The method of claim 29, further comprising:
2 displaying a confirmation screen to the player at a gaming device.

1 31. The method of claim 29, further comprising:
2 suppressing output of a confirmation message to the player.

1 32. The method of claim 29, in which the information about the player
2 comprises a level of experience of the player.